

This listing of claims will replace all prior versions and listings of the claims in this application:

Listing of Claims

Claim 11 (currently amended) A game call apparatus, comprising:

 a housing;

 a sounding board coupled to the housing, the sounding board defining a main air channel;

 a reed coupled to the sounding board adjacent the main air channel to produce sounds when air passes through the main air channel;

 a pressure point structure disposed in the housing, the pressure point structure engaging the reed at a reed contact location, the pressure point structure urging the reed toward the sounding board at the reed contact location, the pressure point structure being movable relative to the reed, as air is forced across the reed to change a free end length of said reed which is free for sound producing vibrations; and

 a rigid cylindrical member configured with a spiraled groove portion therein, so that rotation of said rigid cylindrical member results in relative longitudinal movement with respect to said housing, which longitudinal movement simultaneously allows for some variability of said free end length and limits a range of variability of said free end length.

Claim 12 (previously presented) A game call apparatus according to claim 11 wherein the reed contact location comprises two locations.

Claim 13 (previously presented) A game call apparatus according to claim 11 wherein said housing has a top side and a bottom side and further comprising a bellows disposed at said top side.

Claim 14 (previously presented) A game call apparatus according to claim 13 wherein the bellows has a smooth continuous top portion.

Claim 15 (previously presented) A game call apparatus according to claim 13 wherein said housing has a top side and a bottom side wherein the rigid cylindrical member is centrally disposed at said bottom side.

Claim 16 (previously presented) A game call apparatus according to claim 15 wherein the housing further comprises a protuberance, at said bottom side; said protuberances being configured to receive therein a cylindrical member with a spiraled groove portion therein.

Claim 17 (previously presented) A game call apparatus according to claim 13 further comprising a retainer plate for cooperation with said bellows.

Claims 18-20 (cancelled)

Claim 21 (new) A game call apparatus, comprising:

a housing, having a top end and a bottom end;

a sounding board coupled to the housing, the sounding board defining, at least in part, a main air channel;

a reed coupled to the sounding board adjacent the main air channel to produce sounds when air passes through the main air channel;

a pressure point structure disposed in the housing, the pressure point structure configured for engaging the reed at a reed contact location, the pressure point structure urging the reed toward the sounding board at the reed contact location, the pressure point structure being movable relative to the reed, as air is forced across the reed to change a free end length of said reed which is free for sound producing vibrations; and

a rigid cylindrical member configured with a spiraled groove portion therein, so that rotation of said rigid cylindrical member results in relative longitudinal movement with respect to said housing, which longitudinal movement simultaneously allows for some variability of said free end length and limits a range of variability of said free end length;

said housing further comprising a bellows disposed at the top end and configured so that compression of the bellows in a direction parallel with a direction from an upper central portion of the top end to a lower central portion of the bottom end causes air to flow through the main air channel and sound to be generated, further

compression of the bellows is configured to cause a manipulation of the pressure point structure to cause the reed contact location to change, thereby changing the free end length of said reed.

Claim 22 (new) A game call of claim 21 wherein the pressure point structure is configured to cause a non-continuous movement in the reed contact location when a generally continuous movement is imparted to the pressure point structure.

Claim 23 (new) A game call of claim 21 wherein a generally continuous depression of the bellows results in discontinuous change in free end length of the reed.

Claim 24 (new) A game call of claim 21 wherein a generally continuous downward depression of the bellows results first in no change in the free end length of the reed, and then a rapid change in the free end length of reed, where the rapid change of free end length occurs between two predetermined free end lengths associated with a pair of predetermined detents.

Claim 25 (new) A game call of claim 21 wherein the main air channel is perpendicular to a direction of movement in a top portion of the pressure point structure.

Claim 26 (new) A game call of claim 21 wherein the pressure point structure contacts the reed at only a central point on the reed.

Claim 27 (new) A game call of claim 21 wherein a generally continuous downward force applied via the bellows to a top portion of the pressure point structure results in no change in free end length of the reed, but does result in flexing of the pressure point structure, which reduces the magnitude of force applied by the pressure point structure to the reed.

Claim 28 (new) A game call apparatus comprising:
an object having a top end and a bottom end;
a sounding board coupled to the object, the sounding board defining, at least in part, a main air channel having a main air channel axis;
a reed coupled to the sounding board adjacent the main air channel to produce sounds when air passes through the main air channel along the main air channel axis;
a pressure point structure disposed within the object, the pressure point structure configured for engaging the reed at a reed contact location, the pressure point structure holding the reed against the sounding board at the reed contact location, the pressure point structure being movable relative to the reed, as air is forced across the reed to change a free end length of said reed which is free for sound producing vibrations; and

a rigid cylindrical member configured with a spiraled groove portion therein, so that rotation of said rigid cylindrical member results in relative longitudinal movement with respect to said housing, which longitudinal movement simultaneously allows for some variability of said free end length and limits a range of variability of said free end length;

 said object comprising a bellows disposed at the top end and configured so that compression of the bellows in a compression direction which is parallel with a direction from an upper central portion of the top end to a lower central portion of the bottom end causes air to flow through the main air channel and sound to be generated, further compression of the bellows is configured to cause a manipulation of the pressure point structure to cause the reed contact location to change, thereby changing the free end length of said reed.